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TITLE: WING WAR (ATARI 400/800) Game Program Instructions
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WRITER: Richard Woike

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W I N G W A R TM

GAME PROGRAM INSTRUCTIONS

(((Illustration)))

Countless ages before humans walked the earth, great flying dragons fought to survive.

The world was filled with their natural enemies. But the dragons **had** to go on dangerous adventures, driven by irresistible, primal need.

Outside their underground lair were magical crystals that gave them power and longer life. There were the Eggs: each one a future Dragon generation. And in the cave guarded by Gargok, the rival dragon, a crystal that was a special prize of war on the wing!

GAME OBJECTIVES

- * Hunt and destroy natural enemies to score points and change them into crystals.
- * Bring these crystals back to the Dragon's lair for more firepower and more defensive strength.
- * Find other crystals at the volcano and the geyser.
- * Destroy Gargok, guardian of the treasure cave, to advance to a new level of challenge and win more firepower and defensive strength for later Dragon generations.
- * Find and bring back Dragon eggs for extra lives.

CONTROLS

TO START GAME:

- * Press the START key on the Atari 400/800 keyboard.

TO FLY:

- * Press red button repeatedly to flap the Dragon's wings and gain altitude (each time you press the button the wings flap once).
- * To climb faster, push joystick UP while flapping wings.
- * The Dragon descends when you don't flap its wings.
- * Lean joystick left or right to set the Dragon's direction.

TO THROW FIREBALLS:

- * Pull joystick toward you and press the red button.
 - * Keep pressing button for automatic repeat firing.

TO PICK UP CRYSTALS AND EGGS:

- * While the Dragon touches a Crystal or Egg, lean joystick UP.
 - * You don't have to press the red button.

TO DROP OFF CRYSTALS AND EGGS

- * Press the keyboard space bar.

FIRE POWER AND CRYSTAL POWER:

FIRE POWER Your Dragon needs firepower to destroy its enemies and turn them into crystals.

- * The number of available fireballs is shown on the red bar at the bottom right of the screen. (Maximum: 128 fireballs).
- * Your Dragons start life with 32 fireballs, and can gain more of these offensive weapons by bringing certain crystals back to its lair.
 - * Newly-hatched Dragons are given 16 additional fire-balls every time you destroy Gargok, guardian of the deep treasure cave.
- * Crystals that give added firepower are:
 - * Found near the volcano.
 - * Created when the Dragon destroys enemies.
 - * Crystals produced when enemies are killed also provide added defensive strength.
- * Dragons lose firepower only by throwing fireballs.

CRYSTAL POWER This power gives Dragons invisible armor which lets them survive contacts with enemies or their fireballs.

- * Available units of crystal power are shown on the green bar at the bottom left of the screen. (Maximum: 128 units of defensive armor).
- * Your Dragons start life with 32 units of crystal power, and can gain more units of this defensive strength by bringing certain crystals back to its lair.
 - * Newly-hatched Dragons are given 16 additional units of crystal power every time you destroy Gargok, guardian of the deep treasure cave.
- * Crystals that give added strength against enemies are:
 - * Found near the geyser.
 - * Created when the Dragon destroys enemies.
 - * Crystals produced when enemies are killed also provide added firepower.
- * Dragons lose crystal power each time they are touched by an enemy or an enemy's fireball.

HOW TO GET CRYSTALS

- * To pick up a crystal, touch it with the Dragon's feet and push joystick UP. Then fly it back to the lair.
 - * NOTE: Added fireballs and crystal power are awarded only when crystals are returned to the Dragon's lair. If the Dragon is killed on the way home, that crystal is lost.
- * Every enemy represents a chance to get a crystal (as well as score points). So shoot everything that moves, then grab the crystal it leaves behind---while the crystal is still floating in the air!
- * Seek out the treasure crystal in the deep cavern guarded by Gargok. It is the only crystal that gives you score points both when your Dragon grabs it and when it is brought back to the lair.
- * When seizing crystals near the volcano and geyser, don't let your Dragon touch them while they are rising. Wait until they start to fall and change appearance.

DRAGON EGGS

- * The game starts with one live Dragon and two eggs.
 - * When a Dragon dies, another is born, as long as there is an egg in the lair.
- * To give your Dragon extra lives, find and retrieve eggs (up to 6 can be in the lair at one time).
 - * Make your Dragon grip an egg the same way as a crystal. Then fly with it back to the Den.
- * The more eggs you bring home, the more Dragon generations there will be!

SCORING

	<u>POINTS</u>
* <u>For destroying...</u>	
BEE SWARM or SPIDER.....	25
BAT or BIRD.....	50
ROPER.....	100
GRIFFIN, HYDRA or DEMON.....	300
GARGOK.....	1,000
* <u>For bringing back to the lair...</u>	
EACH CRYSTAL.....	100
EACH EGG.....	100
* <u>For grabbing...</u>	
GARGOK'S TREASURE CRYSTAL.....	500

(((WARRANTY COPY)))

((("WHAT'S NEW... COPY")))

(((BACK COVER)))

IMAGIC

Consumer Affairs

Kathleen Boothe

P.O. Box 31001

Los Gatos, CA 95031

Game Program designed by Steve De Frisco

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